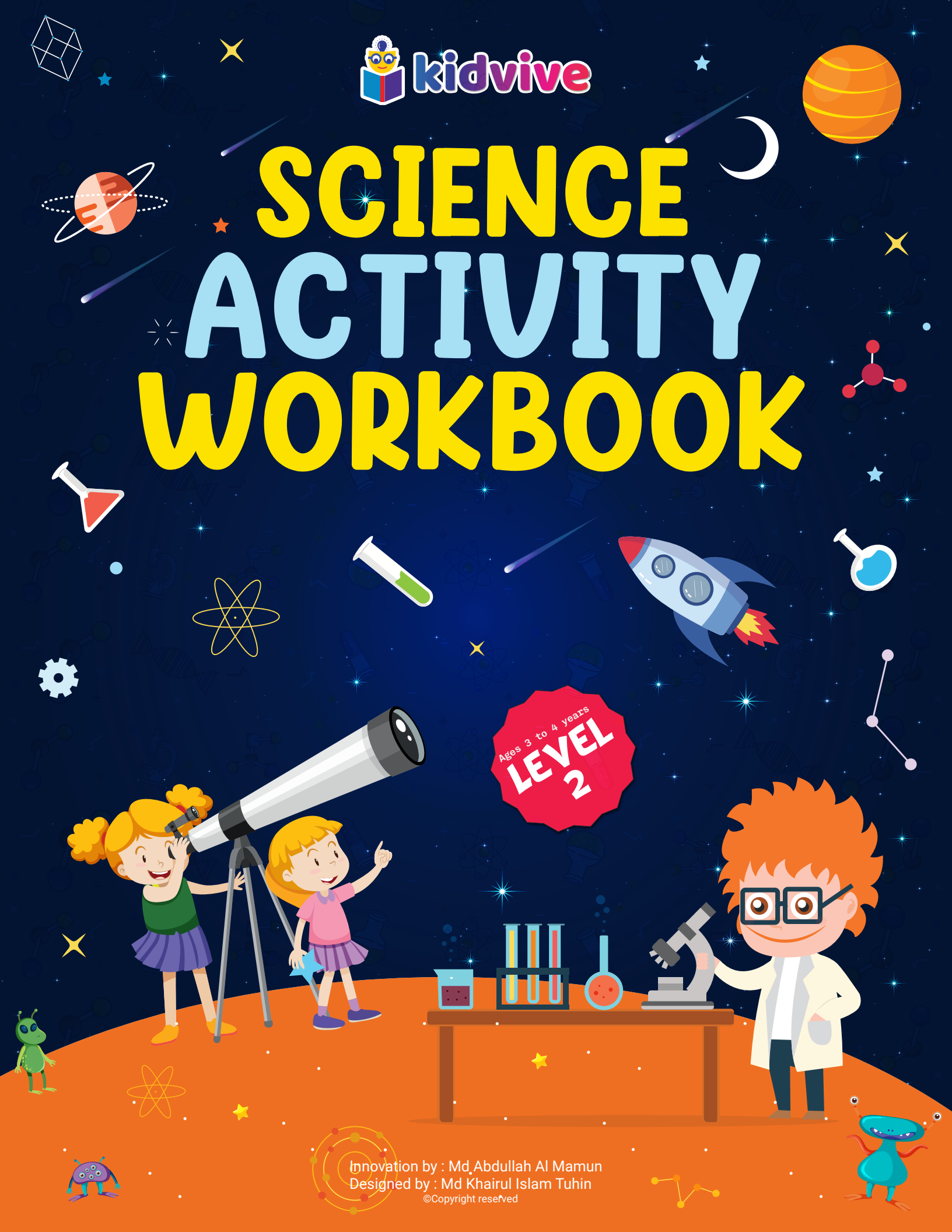


SCIENCE ACTIVITY WORKBOOK

Ages 3 to 4 years
LEVEL 2



Kidvive Fun & Learn Activity School is an online learning platform designed for children aged 2 to 6 years. Our school offers a carefully structured curriculum across four levels: ECD (2-3 years), Play (3-4 years), Nursery (4-5 years), and KG (5-6 years), focusing on the developmental needs of young learners. Each level is designed to provide children with a strong foundation in key academic areas while making learning engaging and enjoyable.

In the ECD level, we emphasize parental involvement, guiding parents on how to teach their children essential skills in motor development, communication, and early cognitive abilities. The goal is to create a strong foundation at home that supports children's early learning.

At the Play level, children begin learning alphabets, words, tracing, and rhymes while also exploring basic math and science concepts. The curriculum is designed to keep children engaged and curious, offering subjects like Bangla, English, Math, Storybooks, and Coloring, all taught in a fun and interactive way.

The Nursery level builds on these skills by introducing sentence formation, expanding vocabulary, and diving deeper into intermediate science concepts. Children are also encouraged to develop their critical thinking and problem-solving abilities through subjects like Bangla, English, Math, and Storybooks.

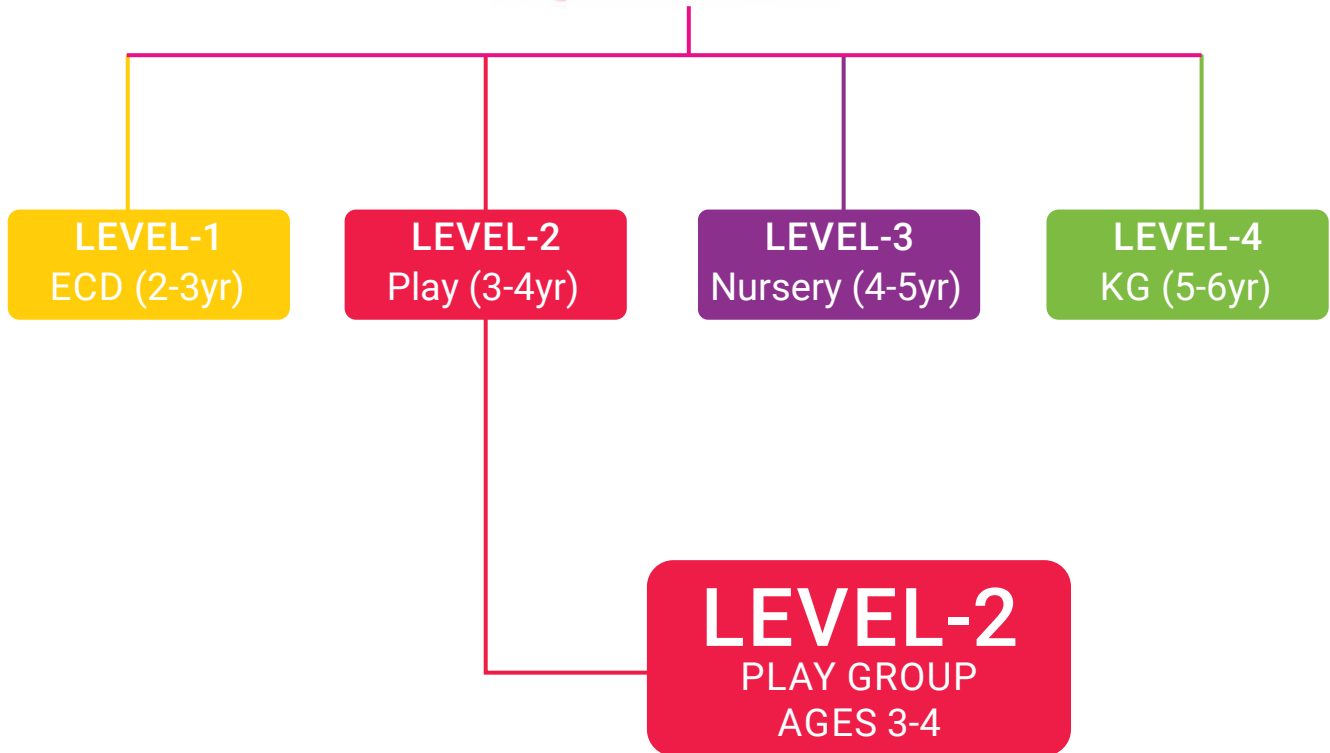
In the KG level, children refine their sentence-making, continue learning math and science, and work on writing skills with fill-in-the-blank rhymes. This level focuses on preparing children for formal schooling, giving them the necessary tools to succeed in a school environment.

At Kidvive Fun & Learn Activity School, we combine interactive learning and engaging activities with a focus on parental involvement, ensuring that children receive a well-rounded education. Our goal is to make learning enjoyable while providing children with the skills they need for future academic success.



Fun, Learn & Grow





The Play level is designed to enhance early learning skills through interactive and engaging activities. At the Play level, children begin their educational journey by learning alphabets, words, tracing, and rhymes memorization. They are introduced to basic science concepts and start engaging with subjects like Bangla, English, Math, Storybooks, and Coloring Books. This stage encourages interactive and creative learning to build a strong foundation for future studies.

Innovation by : Md Abdullah Al Mamun
Designed by : Md Khairul Islam Tuhin



Fun, Learn & Grow

About Our Program

Play (Level 2) Ages 3-4

The Play level is the foundation stage where children start formal learning in a fun and engaging way. This level focuses on alphabets, words, tracing, and rhymes memorization, which helps build early literacy skills. Children also develop fine motor skills through tracing and coloring exercises, preparing them for proper handwriting in later stages.

A key highlight of this level is the introduction of basic science concepts, encouraging kids to explore their surroundings and develop curiosity. Children engage in age-appropriate experiments and observations to understand the world around them. They begin learning Bangla by recognizing letters and forming simple words. In English, they get introduced to alphabets, sounds, and basic vocabulary. Math at this stage includes identifying numbers, counting, and understanding basic shapes. Storybooks become an essential part of learning, helping children improve listening and comprehension skills. Coloring activities further enhance creativity and motor coordination.

Learning Outcome



Linguistic Skills



Social & Emotional Skills



Routine Building



Sensory Development



Confidence Building



Growing Healthy Body



Scientific Thinking & Inquiry



Environmental Awareness



Fine Motor Skill



Visual & Auditory Skills



Nurturing Creativity



Building Brain Power



Moral Values



Creativity & Imagination



Communication Skill



Developing Life Skill

Where to find our books and enroll in school?



www.kidviveschool.com

For more detail: +8801601-975313

Fun, Learn & Grow

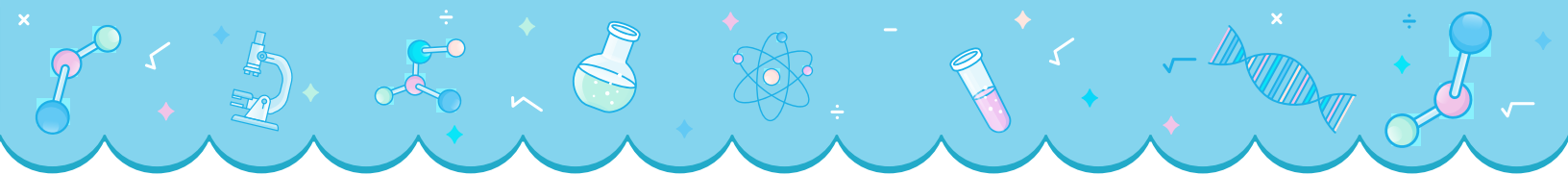


What is science?

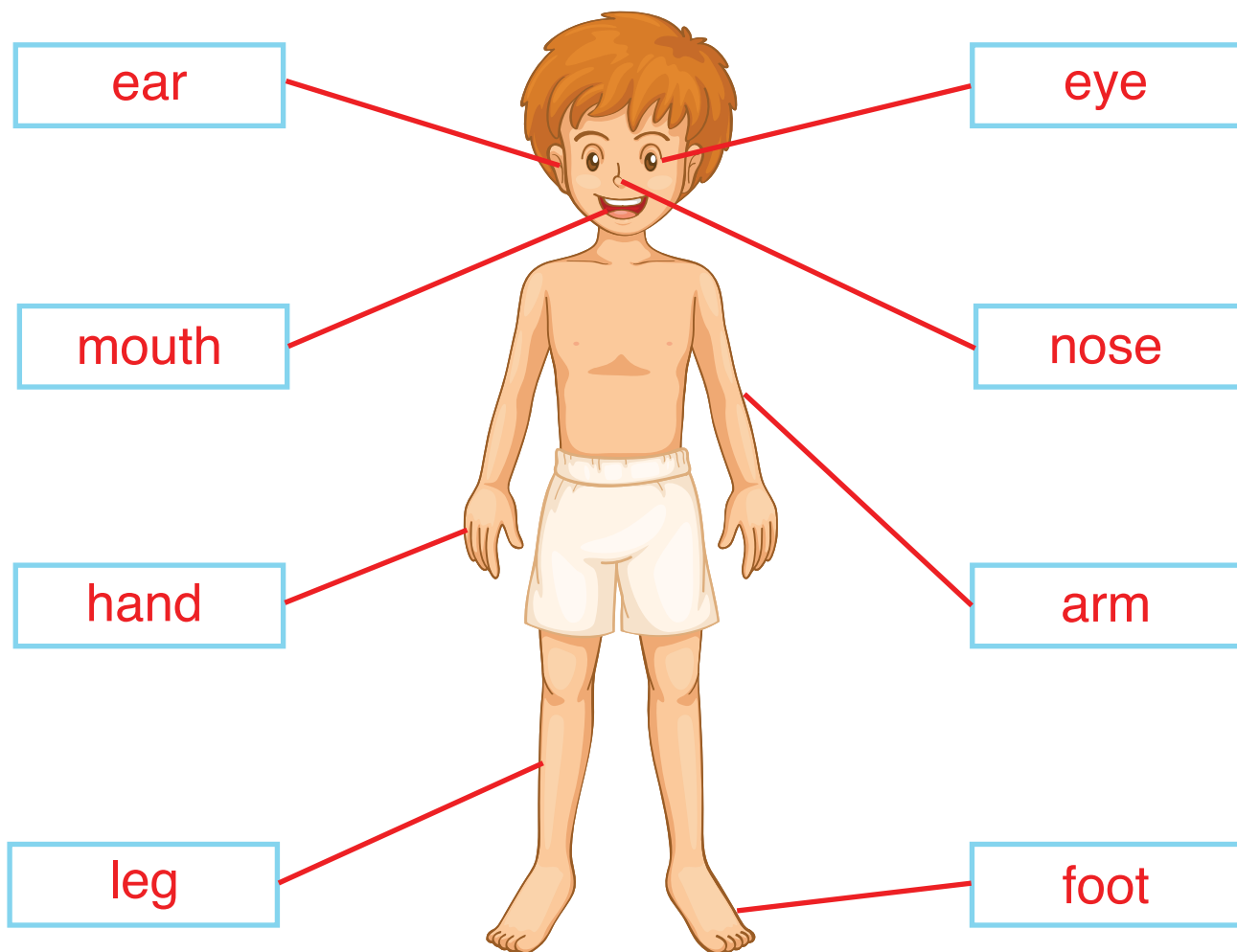
Science is learning about the world around us! It helps us understand how things work, like why the sky is blue, how plants grow, and why ice melts. Science is all about asking questions and finding answers!

বিজ্ঞান হলো আমাদের চারপাশের বিশ্ব সম্পর্কে শেখা! এটি আমাদের বুঝতে সাহায্য করে যে আকাশ কেন নীল, গাছ কীভাবে বড় হয়, আর বরফ কেন গলে। বিজ্ঞান মানে প্রশ্ন করা এবং তার উত্তর খোঁজা!

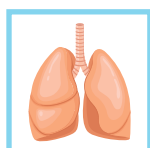




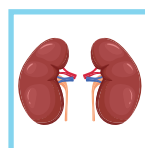
Human Body



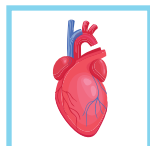
Body parts



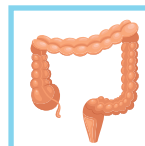
Lungs



Kidneys



Heart



Intestine



Stomach



Brain



5 Senses



Hearing
Ears



Sight
Eyes



Smell
Nose



Touch
Skin



Taste
Mouth



hear



sight



taste

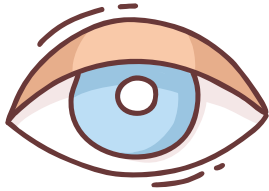


smell

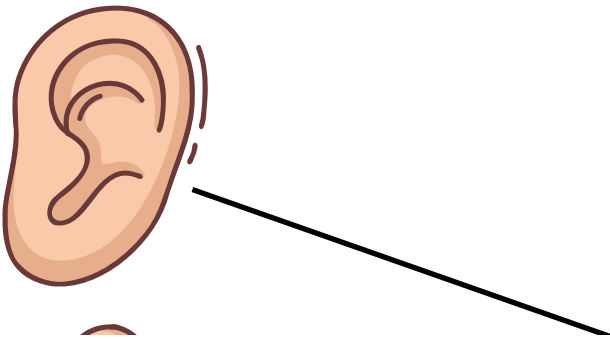


touch

Matching game



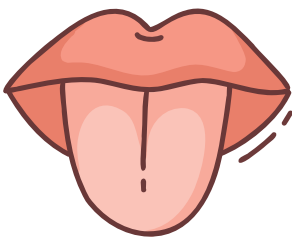
taste



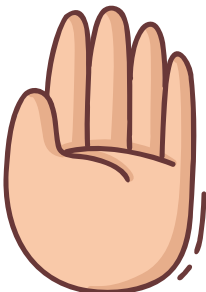
sight

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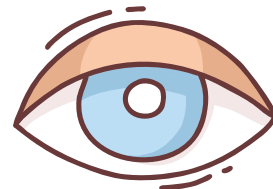


touch



smell

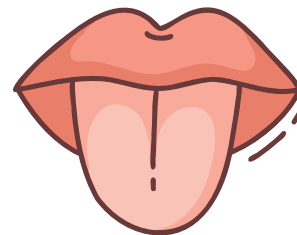
Matching game



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Cause and effect means that one thing makes another thing happen. The cause is what happens first, and the effect is what happens because of it.

For example:

Cause: It starts raining.

Effect: We use an umbrella.

It's like a little science magic—one thing leads to another!

Cause and effect মানে হলো—একটি জিনিস ঘটলে আরেকটি জিনিস হয়।

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ফলাফল: আমরা ছাতা ব্যবহার করলাম।

এটি এক ধরনের মজার বৈজ্ঞানিক ব্যাপার—একটি ঘটনার ফলে আরেকটি ঘটনা ঘটে!



Cause and effects

Each picture on the left is a cause, and each picture on the right is an effect. Match the causes to their effects.

1)



2)



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3)



4)



Cause and effects

Each picture on the left is a cause, and each picture on the right is an effect. Match the causes to their effects.



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Observation

Observation means looking closely at things to see what is happening. We use our eyes, ears, nose, and hands to observe.

Observation/পর্যবেক্ষণ মানে হলো মনোযোগ দিয়ে কিছু দেখা, শোনা, স্পর্শ করা বা অনুভব করা। আমরা আমাদের চোখ, কান, নাক এবং হাত ব্যবহার করে পর্যবেক্ষণ করি।

Prediction

Prediction means guessing what will happen next based on

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Observation: An apple falls from a tree.

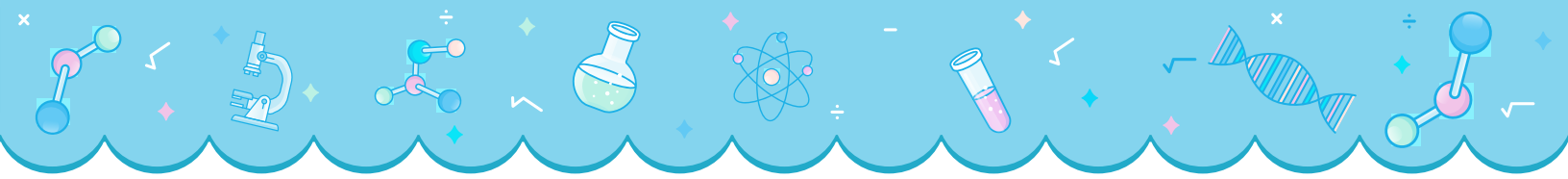
Prediction: If I drop another apple, it will fall too!

These skills help little scientists learn about the world!

পর্যবেক্ষণ: একটি আপেল গাছ থেকে পড়ে গেল।

পূর্বাভাস: যদি আমি আরেকটি আপেল ফেলি, সেটিও পড়ে যাবে!

এই দক্ষতাগুলো ছোট বিজ্ঞানীদের চারপাশের বিশ্ব বোঝাতে সাহায্য করে!



Senses Scavenger Hunt

TOUCH



Can you touch...?

<input type="checkbox"/>  SOMETHING ROUND	<input type="checkbox"/>  SOMETHING WET ভেজা জিনিস
	<input type="checkbox"/>  SOMETHING THAT BRINGS YOU JOY এমন কিছু যা তোমাকে আনন্দ দেয়।

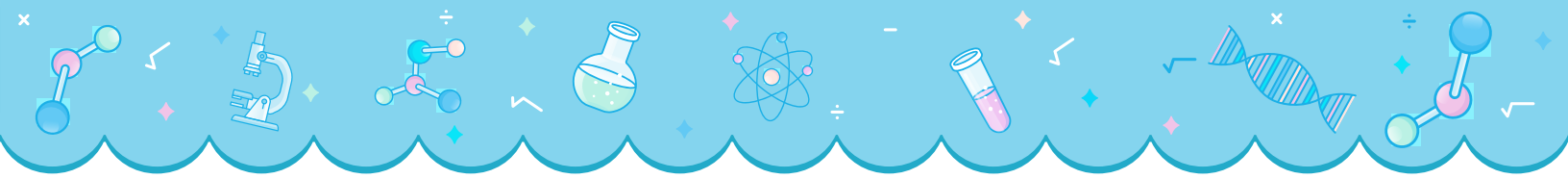
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<input type="checkbox"/>  আঠালো কিছু	
<input type="checkbox"/>  SOMETHING BUMPY উঁচুনিচু / অসমান।	<input type="checkbox"/> 
<input type="checkbox"/>  SOMETHING SOFT নরম জাতীয় কিছু	SOMETHING ROUGH রুক্ষ কিছু





Senses Scavenger Hunt






Can you see...?

SEE

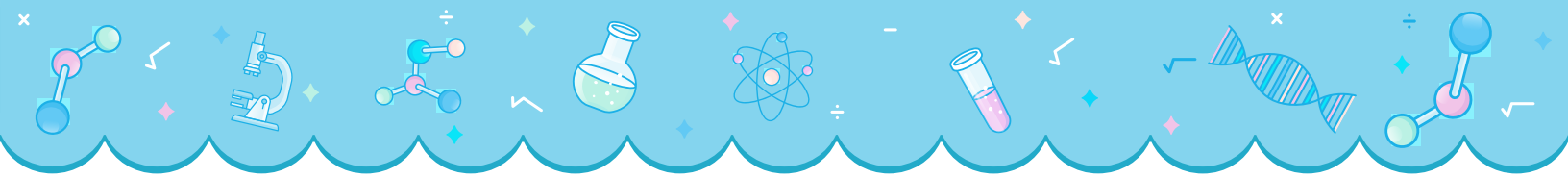
<input type="checkbox"/>  SOMETHING RED	<input type="checkbox"/> SOMETHING YELLOW হলুদ রঙের কিছু 
	<input type="checkbox"/> SOMETHING GREEN সবুজ রঙের কিছু 

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<input type="checkbox"/> ছায়া SHADOW 	<input type="checkbox"/> বড় এমন কিছু বড় এমন কিছু 
<input type="checkbox"/> সবুজ রঙের কিছু SOMETHING GREEN 	<input type="checkbox"/> STICKS লাঠি 
<input type="checkbox"/> SOMETHING SMALLER THAN YOU তোমার থেকে ছোট এমন কিছু 	





Senses Scavenger Hunt

HEAR

Can you hear...?

☐

SOMETHING
LOUD

☐

SOMETHING
FAR AWAY

তোমার থেকে দূরে এমন কিছু

☐

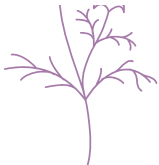
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QUIET

শান্ত/নীরব



SOMETHING
REPETITIVE

কিছু পুনরাবৃত্তিমূলক / বারবার ঘটছে।

☐

YOUR OWN
BREATHING

তোমার নিজের শ্বাসপ্রশ্বাস

☐

BIRD



পাখি

☐

WIND

বাতাস



Senses Scavenger Hunt

SMELL

Can you smell...?



BOOK
বই



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SOMETHING
FRESH

তাজা/সতেজ

CINNAMON

দারুচিনি



VANILLA

ভ্যানিলা



SOMETHING
GROWING

কিছু বাড়তে দেখা



Senses Scavenger Hunt

TASTE

Can you taste...?


☐

টক



SOMETHING

☐

SOMETHING
CRUNCHY

মচমচে


☐

গরম কিছু

SOMETHING
WARM



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☐


SOMETHING
RED


☐

নীল কিছু

SOMETHING
BLUE


☐

মিষ্টি কিছু

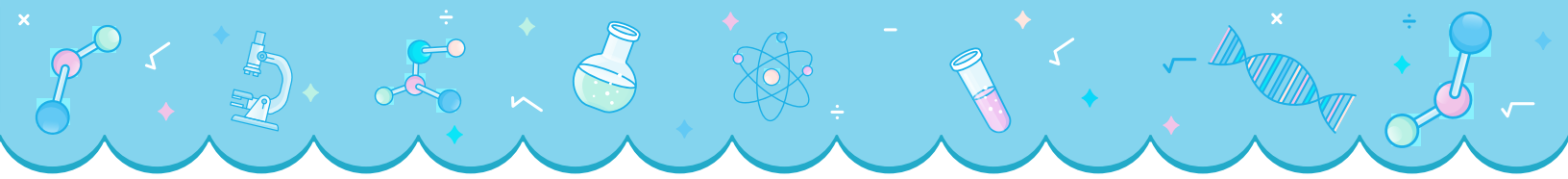
SOMETHING
SWEET


☐

নোনতা/লবনাক্ত

SOMETHING
SALTY

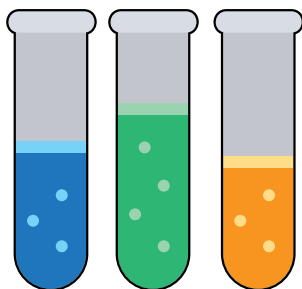




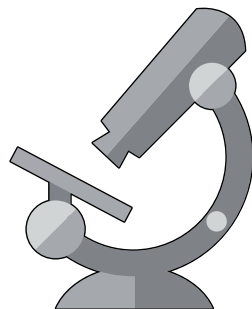
Sorting Science Tools



flask



test tube



microscope

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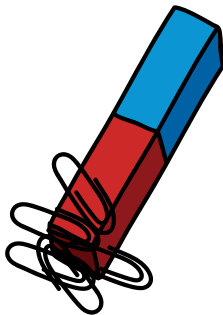
syringe



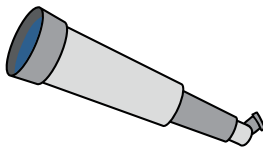
dropper



ice



magnet

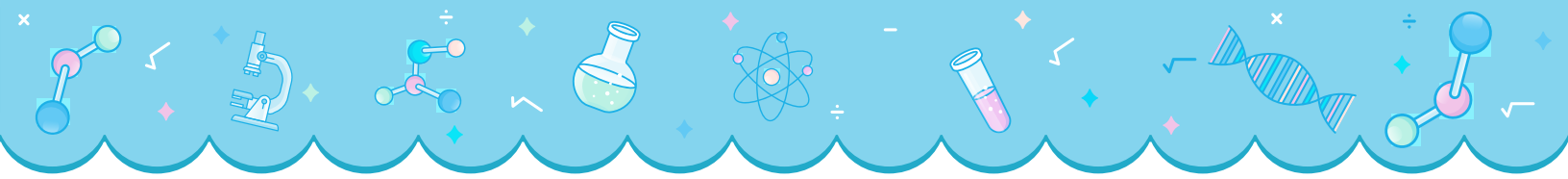


telescope



fire





Sensory Bins

Look at the pictures and try to touch those things in real life. Now check off the describing word that matches the object. There can be more than one answer.



hard

☐

fuzzy

☐

white

☐

soft

☐

brown

☐

prickly

☐

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rough

☐

red

☐

runny

☐

clear

☐

smooth

☐

pink

☐

light

☐

heavy

☐

green

☐

Object permanence with covers

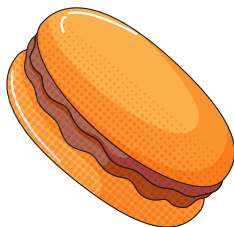


If we hide a toy under a blanket, we might think it's gone. But the toy is still there under the blanket!

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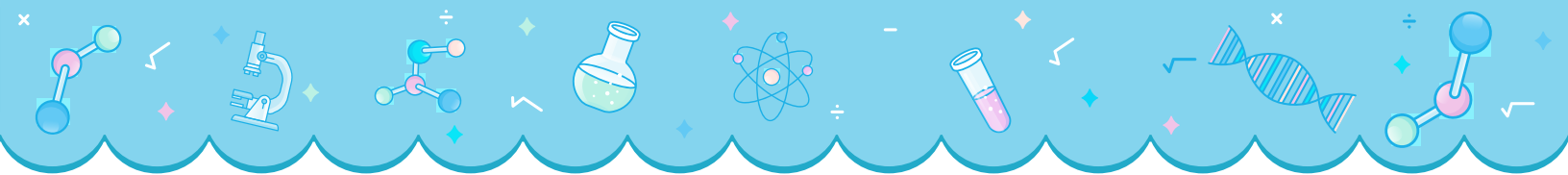
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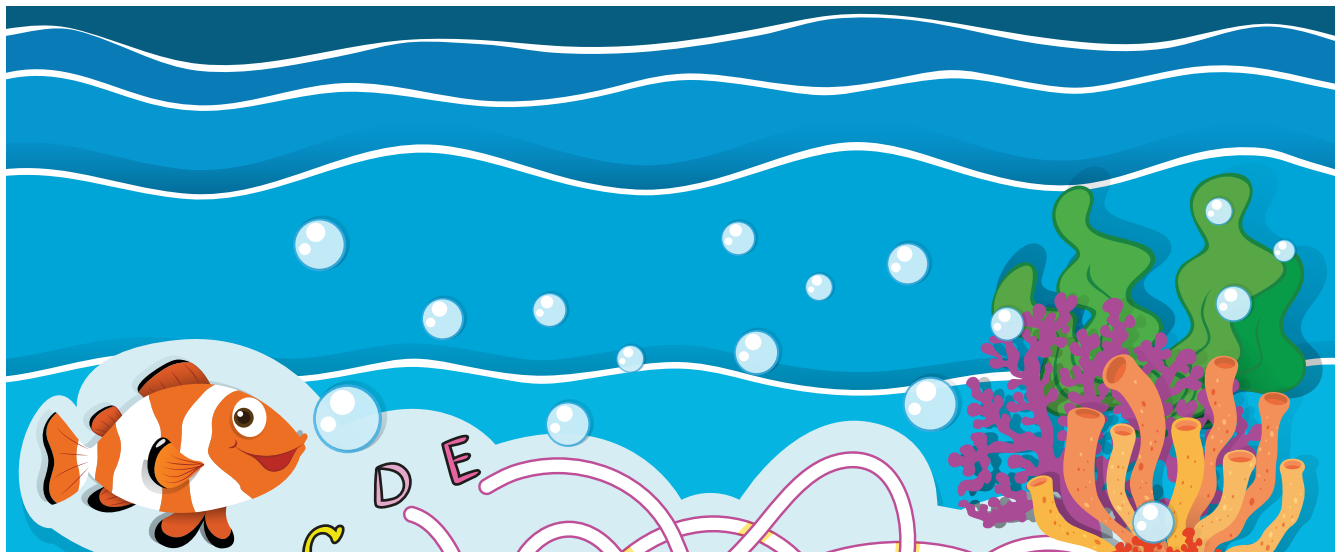
If you put a cookie in a box and close the lid, the cookie didn't disappear—it's still inside!

যদি তুমি একটি কুকি বাক্সের ভেতরে রেখে ঢাকনা বন্ধ করো, কুকিটি হারিয়ে যায়নি—এটি এখনো ভেতরেই আছে!



Water play

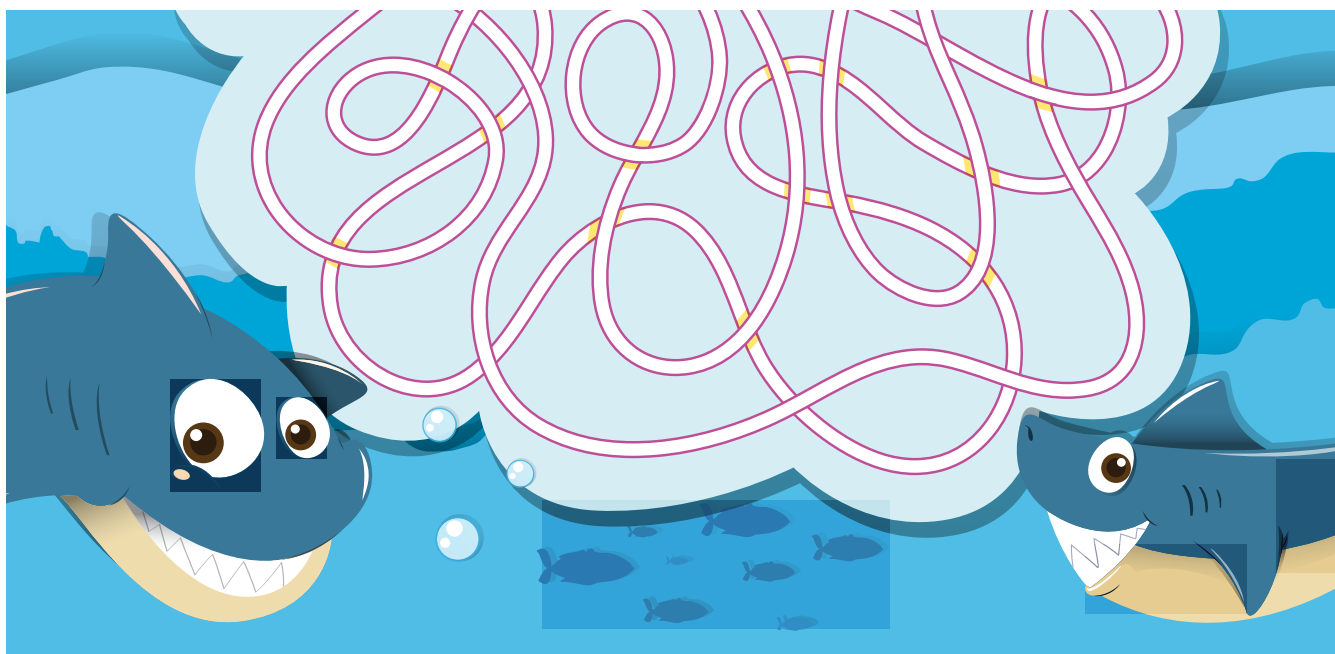
Which path is the safe path?



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A

☐

B

☐

C

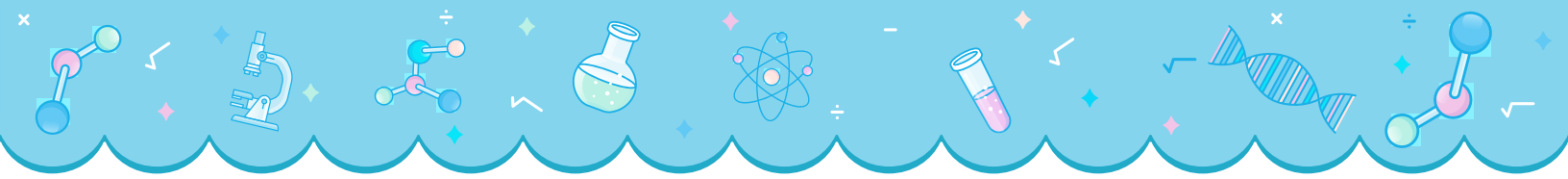
☐

D

☐

E




☐



Water play





Guess if the object will sink or float and put a tick mark .

Float or Sink

Objects	Float 	Sink 
 coin		

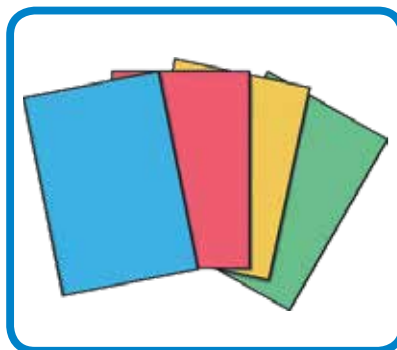
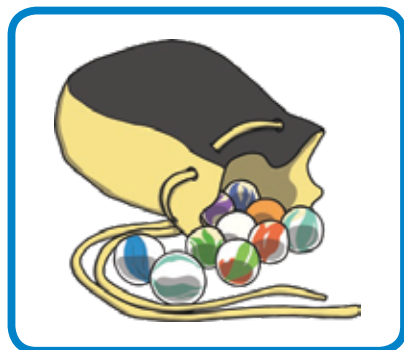
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 cotton ball		
 crayon		
 rubber band		
 wooden stick		



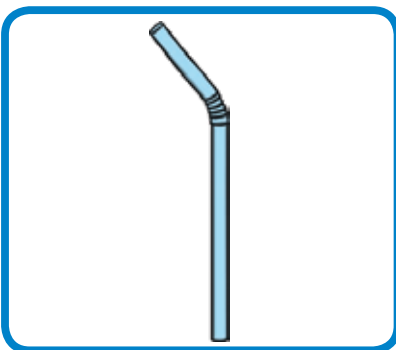
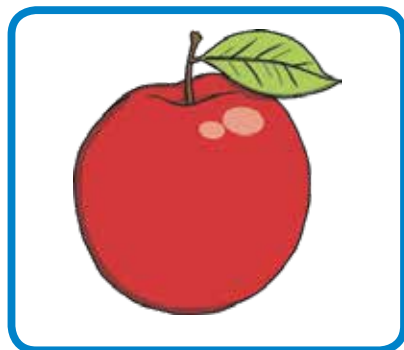
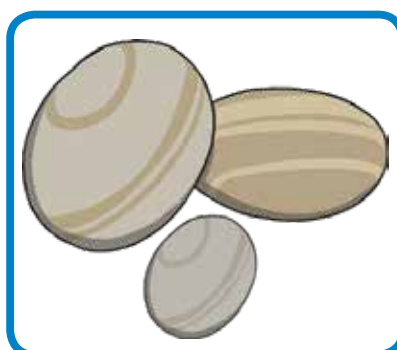
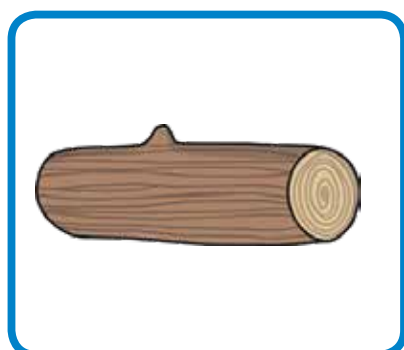
Try at home: Which object will sink or float?



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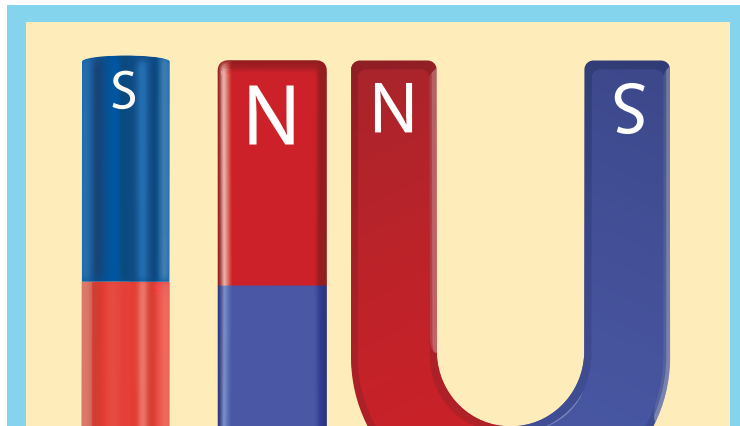
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Exploring Magnets

A magnet is an object that produces a magnetic field, which can attract or repel certain materials, mainly metals like iron, nickel, and cobalt.

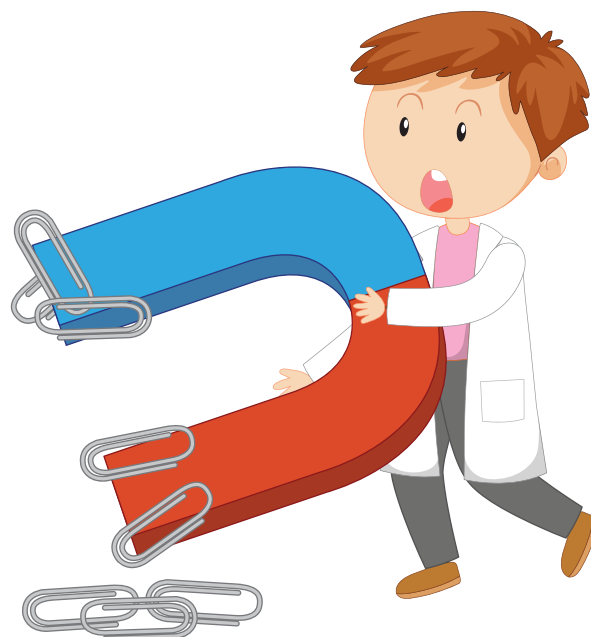


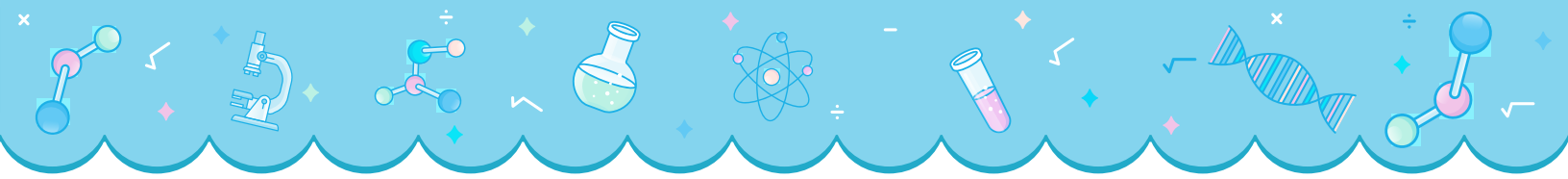
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চুম্বক হলো এমন একটি বস্তু যা একটি চুম্বকীয় ক্ষেত্র তৈরি করে এবং নির্দিষ্ট ধাতুকে (যেমন লোহা, নিকেল, কোবল্ট) আকর্ষণ বা বিকর্ষণ করতে পারে।





Exploring Magnets



teddy



paperclip



shell



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metal spoon



stone



plastic block

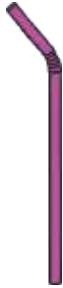
Guess and circle which ones a magnet will stick to!

☐ teddy ☐ shell

☐ paperclip ☐ stone

☐ plastic block ☐ metal spoon

Exploring Magnets



straw



toy car



pine cone



pencil sharpener



split pin



lolly stick

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Guess and circle which ones a magnet will stick to!



straw

toy car



pine cone

sharpner



split pin

lolly stick



Sorting materials

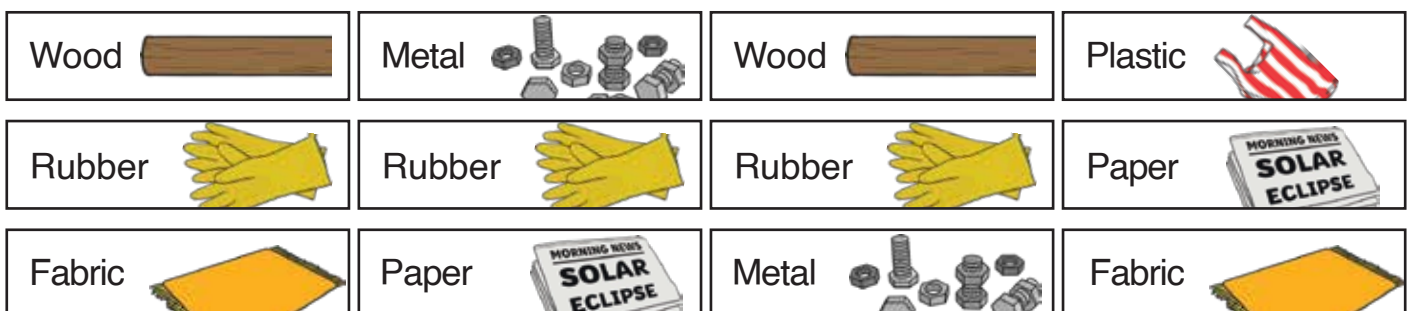
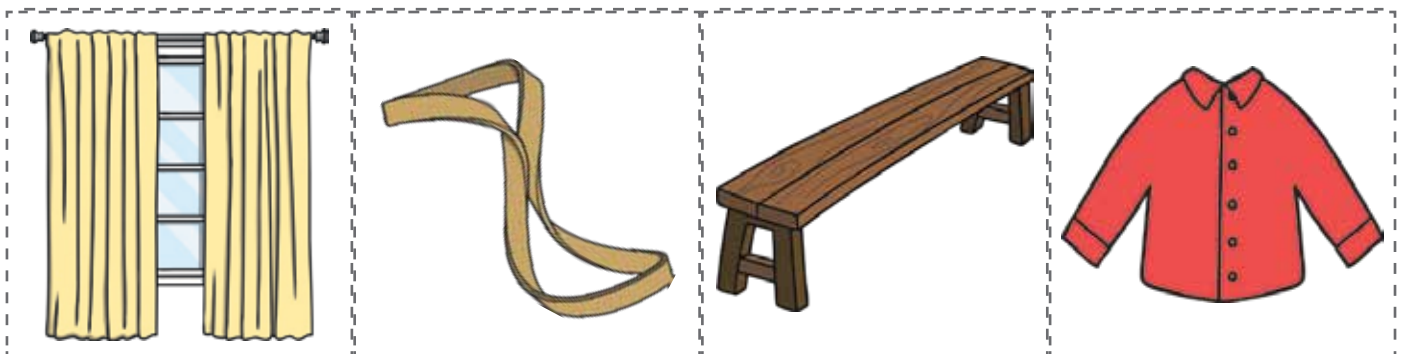
What is it made of? (এটি কী দিয়ে তৈরি?)



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Taste test

Put a tick mark in correct box according to its flavour.

খাবারের স্বাদ কেমন সে অনুযায়ী সঠিক বক্সে টিকচিহ্ন দাও।

cake



- ☐ Sweet (মিষ্টি)
- ☐ Salty (নোনতা)
- ☐ Sour (টক)
- ☐ Bitter (তিতা)

lemon



- ☐ Sweet (মিষ্টি)
- ☐ Salty (নোনতা)
- ☐ Sour (টক)
- ☐ Bitter (তিতা)

curry



- ☐ Sweet (মিষ্টি)
- ☐ Salty (নোনতা)
- ☐ Sour (টক)
- ☐ Umami (উমামি)

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- ☐ Sweet (মিষ্টি)
- ☐ Salty (নোনতা)
- ☐ Sour (টক)
- ☐ Bitter (তিতা)



- ☐ Sweet (মিষ্টি)
- ☐ Salty (নোনতা)
- ☐ Sour (টক)
- ☐ Bitter (তিতা)



- ☐ Sweet (মিষ্টি)
- ☐ Salty (নোনতা)
- ☐ Sour (টক)
- ☐ Umami (উমামি)

pretzel



- ☐ Sweet (মিষ্টি)
- ☐ Salty (নোনতা)
- ☐ Sour (টক)
- ☐ Bitter (তিতা)

vinegar



- ☐ Sweet (মিষ্টি)
- ☐ Salty (নোনতা)
- ☐ Sour (টক)
- ☐ Bitter (তিতা)

dark chocolate

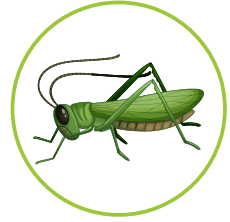


- ☐ Sweet (মিষ্টি)
- ☐ Salty (নোনতা)
- ☐ Sour (টক)
- ☐ Umami (উমামি)

Living and Non-Living Things

Living things are objects that have life. They can grow, move, reproduce, and respond to their environment. They need food, water, and air to survive.

Examples: Humans, animals, plants, bacteria, and fungi.



জীবিত বস্তু হলো এমন সব কিছু যা বেঁচে থাকে। তারা বৃদ্ধি পায়, নড়ে, বংশবৃদ্ধি করে এবং তাদের পরিবেশের সাথে প্রতিক্রিয়া জানায়। তারা বেঁচে থাকার জন্য

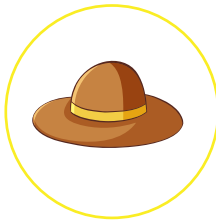
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Non-living things are objects that do not have life. They cannot grow, move, breathe, or reproduce.

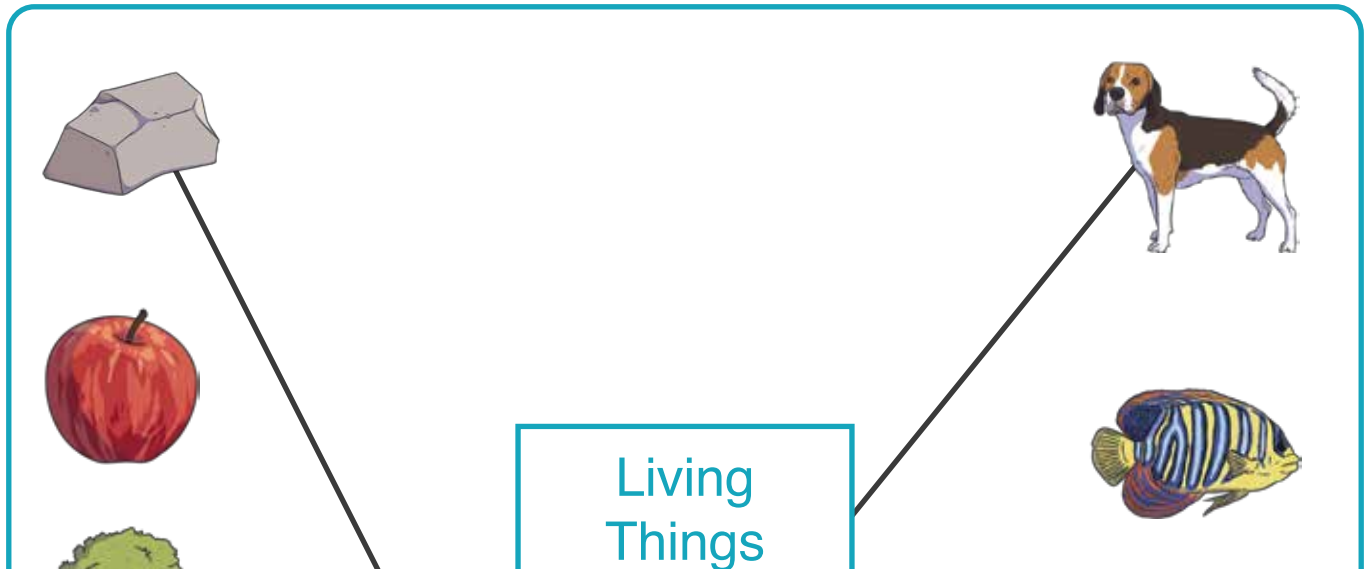
Examples: Rocks, water, air, books, and buildings.



যেসব বস্তু বেঁচে থাকে না, বড় হয় না, নড়ে না, বা খাদ্য-পানি লাগে না, সেগুলো জড় বস্তু।

উদাহরণ: পাথর, পানি, বাতাস, বই, চেয়ার।

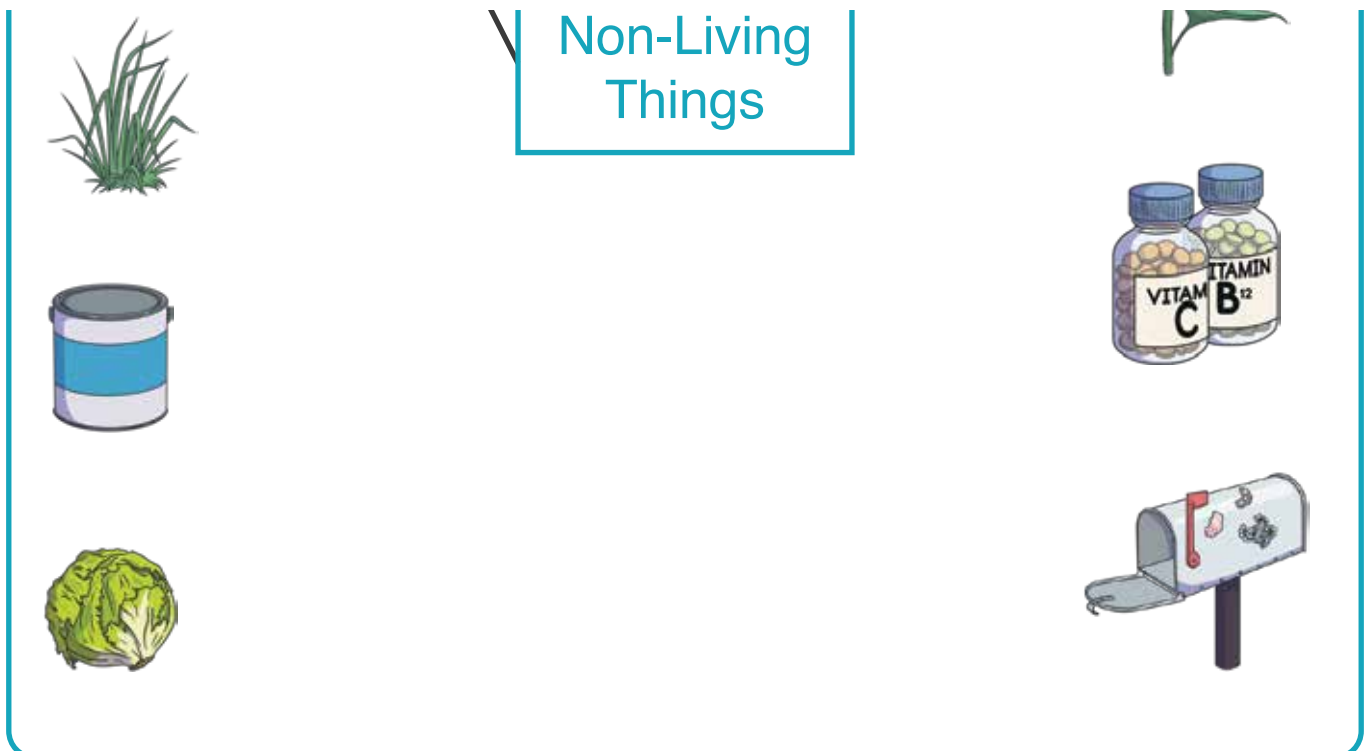
Sorting Living and Non-Living Things



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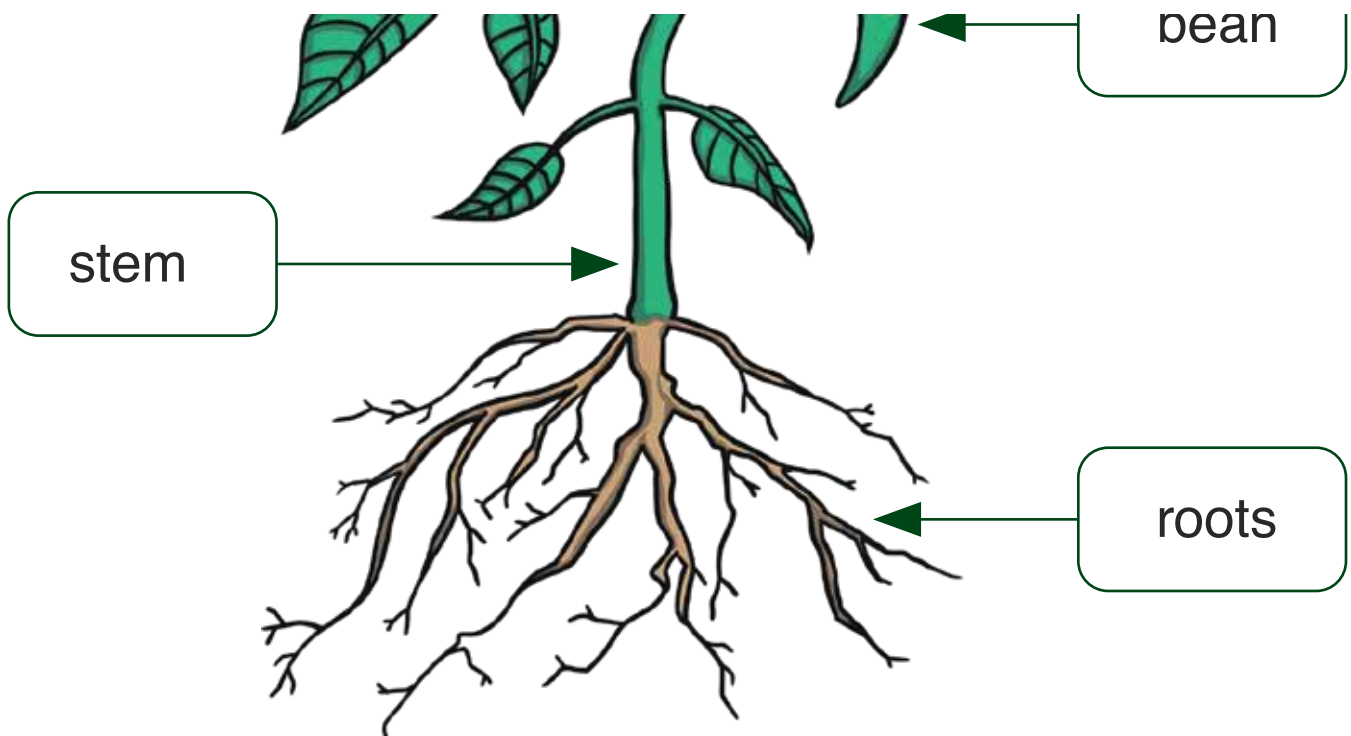


Parts of a Bean Plant



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Plant a Bean

1. The bean plant starts as a small seed. The seed has a hard outer covering that protects the inside.

গাছ একটি ছোট বীজ থেকে জন্মায়। বীজের উপর একটি শক্ত আবরণ থাকে, যা ভেতরের অংশকে রক্ষা করে।

2. When the seed gets water, air, and warmth, it starts to sprout. A tiny root grows downward, and a small shoot grows upward.

যখন বীজ পানি, বাতাস ও উষ্ণতা পায়, তখন এটি অঙ্কুরিত হয়। একটি ছোট শিকড় মাটির নিচে নামে, এবং একটি কুঁড়ি উপরের দিকে বাড়তে শুরু করে।

3. The shoot develops into a small plant with the first leaves

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4. The plant grows bigger, develops more leaves, and its roots spread deeper to absorb water and nutrients.

গাছটি আরও বড় হয়, নতুন নতুন পাতা গজায় এবং শিকড় মাটির গভীরে প্রবেশ করে, যাতে পানি ও পুষ্টি শোষণ করতে পারে।



Animals and Their Habitats

Animals live in different places called habitats. A habitat is like a home where animals find food, water, and shelter. Some animals live in the jungle, some in the ocean, and others in the desert or snowy lands.

- Fish live in water because they need to swim.
- Camels live in the desert because they can store water.
- Penguins live in cold places because they have warm feathers.

Every animal has a special home that keeps them safe and happy!

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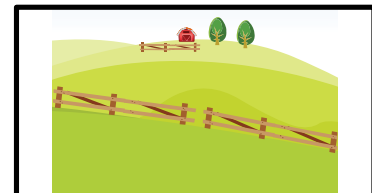
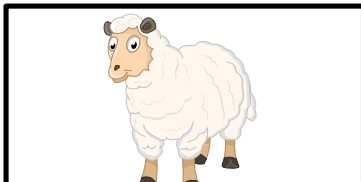
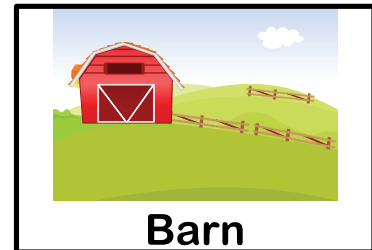
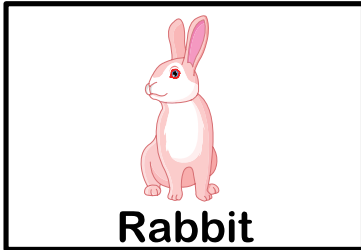
প্রাণীরা বিভিন্ন জায়গায় বাস করে, যাকে আবাসস্থল বলা হয়। আবাসস্থল হলো তাদের ঘরের মতো, যেখানে তারা খাবার, পানি ও আশ্রয় পায়। কিছু প্রাণী জঙ্গলে থাকে, কিছু সাগরে, আবার কেউ মরুভূমি বা বরফাচ্ছন্ন এলাকায় বাস করে।

- মাছ পানিতে থাকে কারণ তাদের সাঁতার কাটতে হয়।
- উট মরুভূমিতে বাস করে কারণ তারা শরীরে পানি সংরক্ষণ করতে পারে।
- পেঙ্গুইন ঠাণ্ডা জায়গায় থাকে কারণ তাদের শরীরে গরম রাখার মতো পালক থাকে।

প্রতিটি প্রাণীর নিজস্ব বিশেষ বাসস্থান থাকে, যা তাদের নিরাপদ ও সুখী রাখে!

Animals and Their Habitats

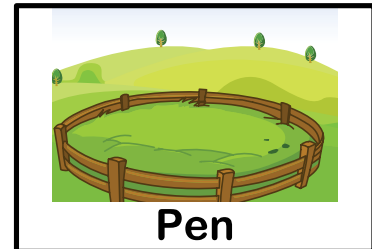
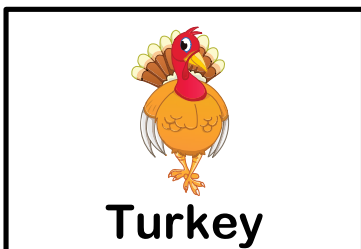
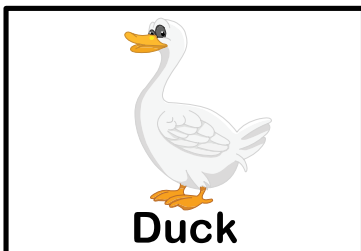
Match each animal to its habitat. (প্রতিটি প্রাণীকে তার আবাসস্থলের সাথে মেলাও।)



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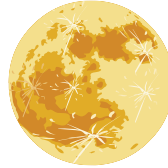
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Animals and Their Habitats

Circle all the animals.



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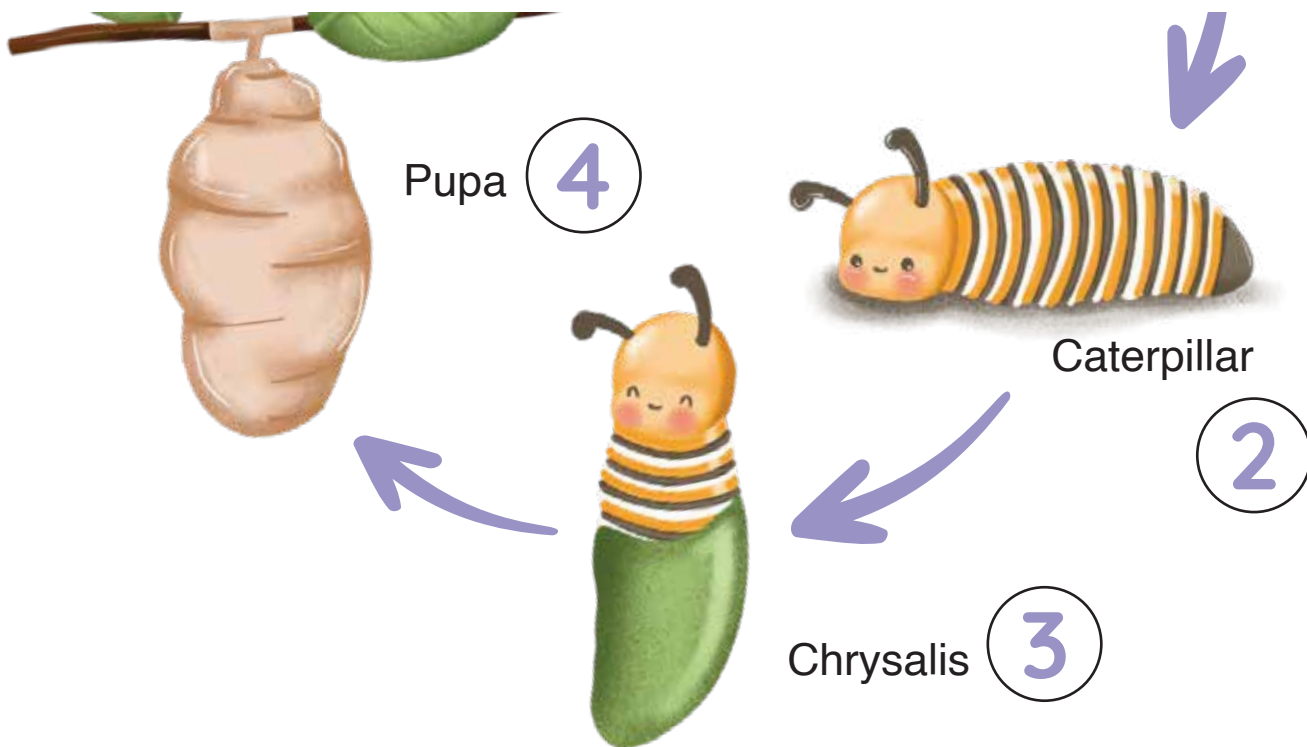


Life Cycle of a Butterfly



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Animals and Their Habitats

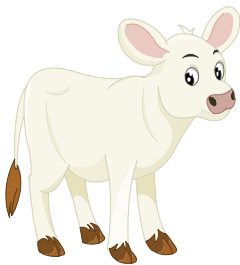
Match each animal to its habitat. (প্রতিটি প্রাণীকে তার আবাসস্থলের সাথে মেলাও।)



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Growing Experiment of a Plant

Use a plastic or glass cup so you can see inside.



Color It

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Color It

Growing Experiment of a Plant

The seed starts to sprout

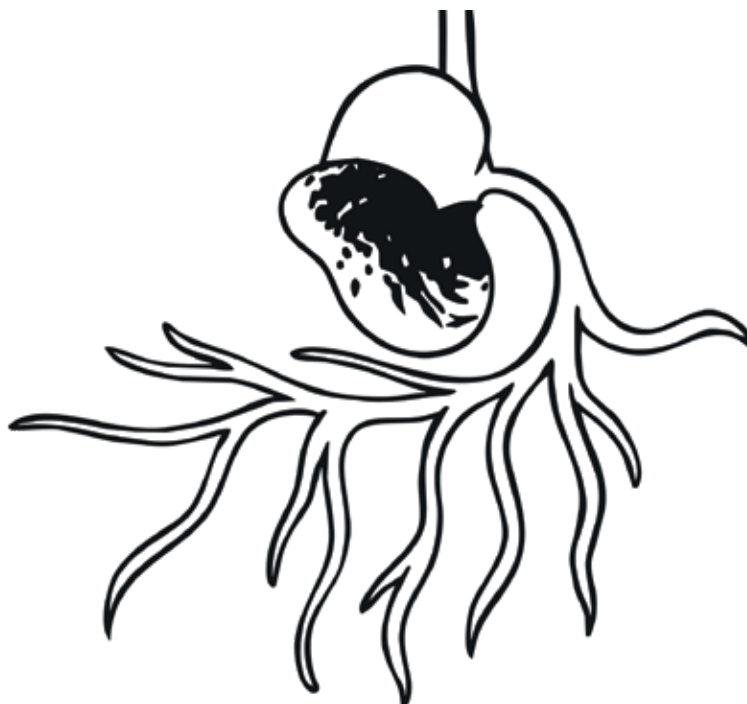


Color It

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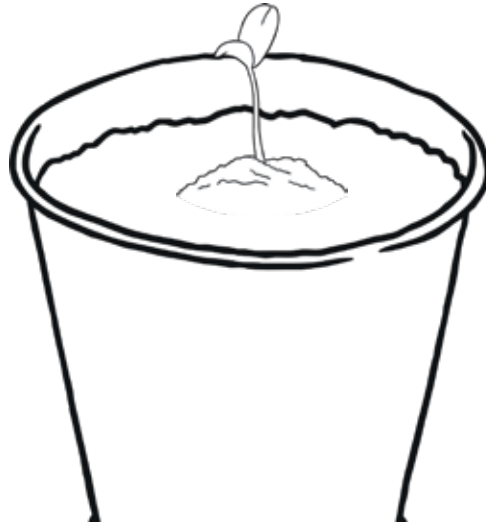
Next, the seed grows roots.



Color It

Growing Experiment of a Plant

The seed is now a seedling



Color It

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The seedling grows leaves and a stem.



Color It

Growing Experiment of a Plant

Last, the plant grows a flower.



Color It

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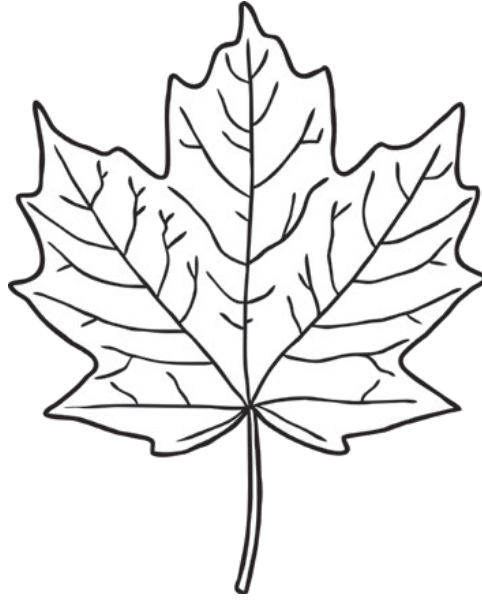
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This seed grew into a sunflower



Color It

Leaf Rubbings



You will need:

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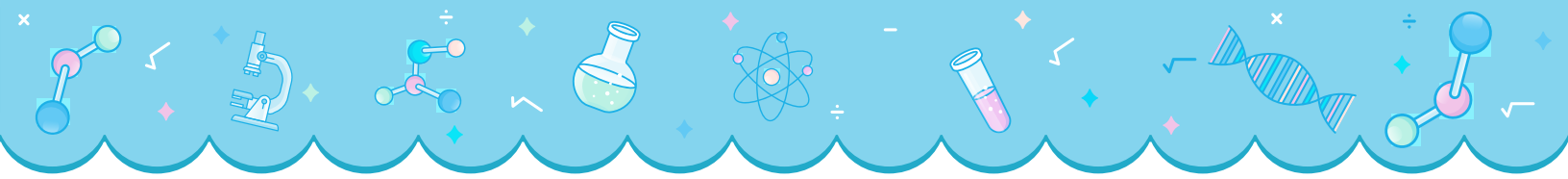
2. Rub the crayon on the paper on top of the leaf.
3. Watch your leaf rubbing appear on the paper.

তোমার যা যা লাগবেঃ

১. একটি ক্রেয়ন/পেন্সিল
২. কিছু শুকনো পাতা

যা করবে:

১. একটি পাতা কাগজের নিচে রাখো।
২. পাতার ওপরে রাখা কাগজের ওপর ক্রেয়ন/পেন্সিল ঘষো।
৩. দেখো, কাগজে পাতার ছাপ ফুটে উঠছে!



Sorting materials

Leaf Rubbings

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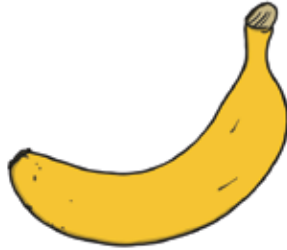
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Vegetables and Fruit Sorting



- ☐ Fruit
☐ Vegetables



- ☐ Fruit
☐ Vegetables



- ☐ Fruit
☐ Vegetables

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- ☐ Fruit
☐ Vegetables



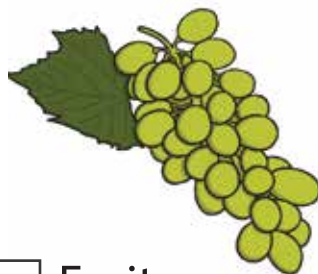
- ☐ Fruit
☐ Vegetables



- ☐ Fruit
☐ Vegetables



- ☐ Fruit
☐ Vegetables



- ☐ Fruit
☐ Vegetables



- ☐ Fruit
☐ Vegetables

Vegetables and Fruit Sorting



- ☐ Fruit
☐ Vegetables



- ☐ Fruit
☐ Vegetables



- ☐ Fruit
☐ Vegetables

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- ☐ Fruit
☐ Vegetables



- ☐ Fruit
☐ Vegetables



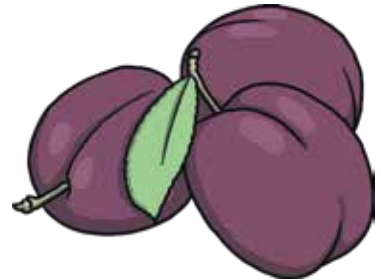
- ☐ Fruit
☐ Vegetables



- ☐ Fruit
☐ Vegetables



- ☐ Fruit
☐ Vegetables

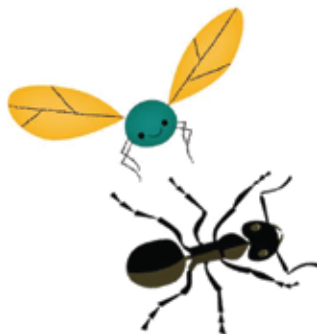


- ☐ Fruit
☐ Vegetables

Nature Walk

Let's go on a nature walk

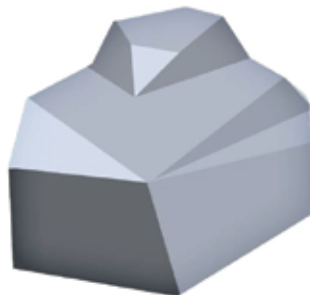
While you are walking, see if you can find the objects on this page.



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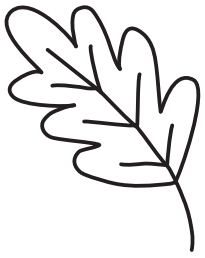
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Let's go for a walk

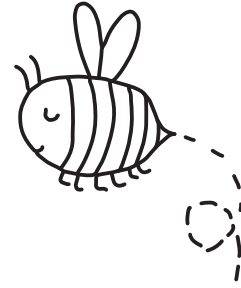
Tick off and color the items you spot on your walk



Leaf

☐

Pinecone

☐

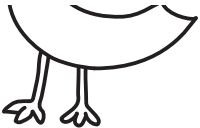
Bee

☐

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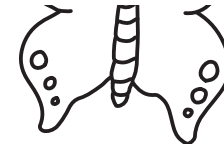
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Bird

☐

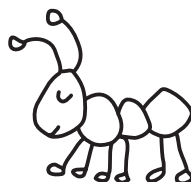
Stick

☐

Butterfly

☐

Flower

☐

Ant

☐

Tree

☐

OUR PRODUCTS



- Bangla
- English
- Numbers
- Shapes
- Arabic



- Bangla
- English
- Science
- Math



- Bangla
- English
- Shapes
- Numbers



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- Singapore Math Level 1
- Singapore Math Level 2



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